

Important Information

Thank you for choosing the Professor Layton and the Azran Legacy™ game for the Nintendo 3DS™ system.

Please note that, for this manual, "Nintendo 3DS" refers to both Nintendo 3DS and Nintendo 3DS XL.

Please read this manual carefully before using the software. Please also read your Operations Manual for more details and tips to help you enjoy your playing experience.

IMPORTANT

Before using this software, read all content within the **Health and Safety Information** application on the HOME Menu.

To access this application, tap the  icon on the HOME Menu, and then tap **Open** and read the contents of each section carefully. When you are finished, press HOME to return to the HOME Menu.

You should also thoroughly read your Operations Manual, including the "Health and Safety Information" section, before using this software.

IMPORTANT

Your Nintendo 3DS system and this software are not designed for use with any unauthorized device or unlicensed accessory. Such use may be illegal, voids any warranty, and is a breach of your obligations under the User Agreement. Further, such use may lead to injury to yourself or others and may cause performance issues and/or damage to your Nintendo 3DS system and related services. Nintendo (as well as any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of such device or unlicensed accessory. Except as authorized, copying of any Nintendo software is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized.

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LEVEL-5

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THIS SOFTWARE USES A FONT THAT IS EITHER MADE BY OR CREATED BASED ON A FONT MADE BY FONTWORKS INC. WHICH HAS BEEN MODIFIED TO ACCOMMODATE THE SOFTWARE DESIGN

CTR-P-AL6E-USZ-00

The title screen will be shown when you start the game. If you are playing for the first time, only the New Game option will appear.



New Game

Play the game from the beginning. Enter a name for the save file and start the adventure.

◆ You cannot change the save-file name later.

Continue

Resume from the point in the story where you last saved.

Bonuses (p. 21)

This will appear after you create a save file. Select it to enjoy various additional features.

◆ Adjust the in-game volume by touching  on the lower screen.

When quitting the game, be sure to save your current progress beforehand. Once the game has finished saving, you can then turn off your Nintendo 3DS system.

Saving Data

Save your current progress by touching the Save icon in the Professor's Trunk (p. 9).

- ◆ You can create up to three save files.
- ◆ SpotPass™ (p. 23) data will be saved to the SD Card. Please be careful when inserting and removing SD Cards.
- Data can be lost due to user action, such as repeatedly powering off and on the system or removing a Game Card or SD Card while saving. Data loss may also be caused by poor connectivity due to dirt or dust in the system's ports. Please be aware that in these cases data cannot be restored.

Control the majority of the game features by touching and sliding the stylus on the Touch Screen. As you progress through the game you will sometimes need to use $\oplus$ and $\textcircled{A}$. There are also some puzzles where moving the Nintendo 3DS system around may help you solve them.

- ◆ When playing this game, you may have to move the Nintendo 3DS system around. Make sure you have enough room before playing, and hold the system firmly with both hands while playing. Do not move the system with excessive force, as this could cause injuries, damage to the product, or damage to nearby objects.
- ◆ While saving or downloading, closing the system will not put it into Sleep Mode.



1 Upper screen

2

When on the Collection (p. 9) screen, use the Circle Pad to rotate items you have found during your investigation.

3 $\oplus$

Scroll up and down on the Puzzle Index (p. 12) screen.

4 Lower screen (Touch Screen)

Control various features with the stylus.

5 $\textcircled{X}$

Change the camera angle in Nutty Roller (p. 17).

6 $\textcircled{A}$

Advance dialogue, messages and display screens. Confirm selection when in the Puzzle Index.

7 START

Choose whether or not to skip movies.

Progress through the story while conducting investigations. The basis of Professor Layton's investigation is gathering information by travelling to various locations, searching for clues and interviewing people along the way. You will encounter a wide range of puzzles over the course of your adventure.

6 Movement Mode

Use this mode to move around from one place to another. Touch an orange icon to change location.



1 Name of current location

2 Current location

3 Your party

4 Current objective

The information displayed will change according to your progress in the story or investigation.

5 Airship icon

This will appear as you progress through the story. Touch it to travel to a different place.

6 Investigation icon

Touch to go to the Investigation Mode (p. 7) screen.

7 Trunk icon (p. 9)

Check story details and records, save, and access various other features.

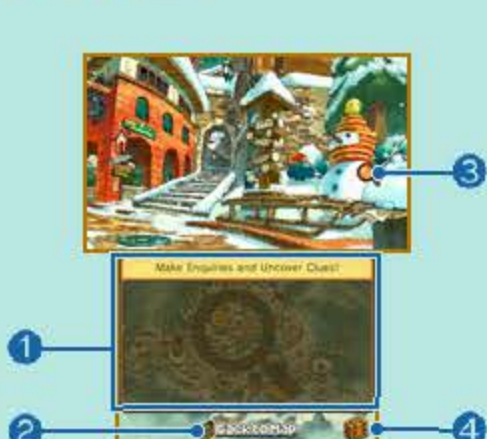
8 Orange icon

 Move to that area

 Move to a different map

9 No. of puzzles solved / No. of puzzles found

Touch the Investigation icon on the Movement Mode screen to go to the Investigation Mode screen. Slide the stylus on the Investigation Panel to move the magnifying glass around and examine the area. The icon will change in various ways when you move over areas of interest, so keep a sharp eye out!



1 Investigation Panel

Slide the stylus on this panel to move the magnifying glass icon on the upper screen. Tap the Touch Screen to check the point under the icon.

2 Back to Map

Touch to return to the Movement Mode screen.

3 Magnifying glass icon

4 Trunk icon (p. 9)

Zooming

While moving the magnifying glass around, there are times when it will turn blue (🔍). When this happens, tap the Touch Screen to zoom in on that spot and you will be able to investigate hidden areas that you couldn't see before.

Touch ZOOM OUT to return to the previous screen. Touch 🍌 to go to the Movement Mode screen.

Talking

When the magnifying glass turns orange (🔍) over a person, tap the lower screen to start a conversation with them. Touch the lower screen or press Ⓐ to advance the dialogue. Even if you've already spoken to someone once, they may say something different the next time you talk to them.



Hidden Objects

Various things, such as hint coins and puzzles, are hidden on the upper screen. Be sure to search every last nook and cranny! The appearance of the magnifying glass icon will change in various ways when you move it over certain points. Checking these points may reveal hidden items.



On the Hunt for Hint Coins!

You will need hint coins to be able to view hints when solving puzzles (p. 8). Hint coins are hidden in various places, so you will need to search carefully to find them. Look out for points where the magnifying glass icon turns orange. Leave no stone unturned!

There are many puzzles hidden throughout this adventure. Search in various places and solve them all! You will also come across some puzzles which you must solve in order to progress with the story.

ou come across a h
er talk to someone

a puzzle for you, an introductory screen will be displayed. Touch the lower screen to advance to the puzzle screen.



1 Picarat value

The number of picarats you will receive if you solve the puzzle.

The total num

have earned so far.

All About Discrete

s are points that ind
's difficulty. Solve

puzzle's difficulty. Solve lots of puzzles and collect picarats to increase your total score and unlock extra content in the Top Secret section in Bonuses (p. 21) after completing the game.

Screen
puzzle description and

Instructions for solving the puzzle will be displayed here. Read the instructions and examine the puzzle carefully before attempting to solve it. Touch the lower screen when you're ready to start the puzzle.

3. Solve the Puzzle

screen depending on the

requirements. A number of different icons will be displayed on the lower screen. These will differ depending on the puzzle.



Touch to show th

description on the upper screen and ▼ to show it on the lower screen.

2 Icons

U



Hint) will cost you two coins.
There are up to four hints
per puzzle.

Quit this puzzle and leave it
for later.



Start the supply again from



In puzzles where you m

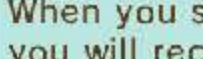


this to undo the previous move. You can use this multiple times.

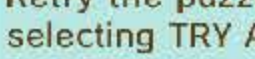


Touch to submit your answer.

4. Puzzle Solved:



picarats displayed on the introductory screen. You may also receive items or hints to further your investigation. Correctly solved puzzles will be added to your Puzzle Index (p. 12), where you can play them as many times as you like (you cannot earn picarats through the Puzzle Index).



picarats you receive for the puzzle will decrease). Touch VIEW HINTS to use hint coins and view hints, or select QUIT to leave the puzzle for later.

Keats the Cat

There are many hidden puzzles in the game. However, it is possible

hout finding th
uzzles will be s

Keats the puzzle cat, who will make an appearance as the game progresses.

❖ Certain hidden puzzles will not be sent to Keats, even as the story progresses.

Touch the Trunk icon to open the Professor's Trunk and view its contents.

◆ Some features will be unlocked as you progress in the game.



1 Game information

Various information about your game is displayed here, as well as items you have received during your adventure.

2 Return icon

You will be presented with the option to return to the title screen. Data will not be saved, so be sure to select SAVE (p. 13) before quitting.

3 Adjust volume (p. 2)

4 Trunk options

These will become available as you progress in the game.

5 Treasure Hunt (p. 19)

6 Collection

View the rare and interesting items you have obtained.

7 Memo function

8 Close

Close the Professor's Trunk and return to the previous screen.

Using the Memo Function

You can use the Memo function when solving a puzzle or on the Trunk screen.



- Thin pen
- Thick pen
- Fill an enclosed area with colour
- Change colour
- Thin eraser
- Thick eraser
- Clear the screen
- Undo (up to 4 times)
- Redo (up to 4 times)

10 Layton's Journal

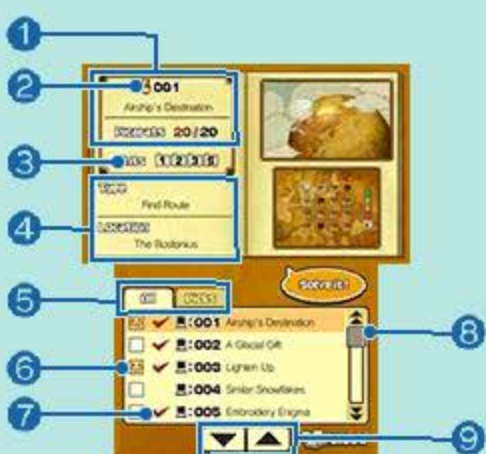
Information you have gathered during the investigation will be logged here. Touch an entry on the lower screen to view its contents on the upper screen.



Odd happenings and mysterious things you hear during the course of the story will be recorded here. Touch a mystery on the lower screen to view the details on the upper screen. When the Layton's Thoughts icon is displayed, touch it to view some additional information from the Professor.



All the puzzles you've encountered are listed here. You can replay puzzles you've already solved as many times as you like. Select a puzzle and touch SOLVE IT! to replay that puzzle. In addition, when you solve a puzzle here, you can unlock hints without spending any hint coins.



1 Puzzle number and name, and picarats earned

2 Layton icon

Solved on the first attempt without hints

Solved on the first attempt with hints

Solved, but not on the first attempt

Not yet solved

3 Number of hints viewed

4 Puzzle type and location

5 List tabs

All the puzzles you have found so far will be displayed in the All tab. The Picks tab only displays puzzles you've marked as your favourites.

6 Add puzzle to Picks

Touch to add the corresponding puzzle to the Picks tab. The icon will change to .

7 Solved puzzles (marked with)

Puzzles without a tick cannot be solved here. You will need to return to the puzzle location shown on the upper screen in order to reattempt these puzzles.

8 Scroll bar

Slide the stylus on here to scroll through the list.

9 Scroll icons

Touch to scroll through the list.

13 Save

Save your current progress. Touch one of the three save slots to save your game data there.



14 Episodes

View episodes of people you have encountered on your travels. Choose an episode and touch **WATCH EPISODE!** to view it.



View news reports here.

As you progress through the game, more articles will be added. Travelling to locations or talking to people featured in the articles may trigger new events and puzzles.



Touch DRESS UP in the Professor's Trunk to play this minigame. Pick a customer to serve and put together the perfect outfit to fit their request!

How to Play

Choose items from five categories of clothing. Touch an item and slide it over to the corresponding category box to add it to the outfit.

Touch OK! when you're finished assembling an outfit.



1 Outfit characteristics

★ represents the customer's request, and ☆ indicates the characteristics of the current outfit. Do your best to satisfy the customer's request!

2 Category boxes

Touch a box to switch clothing category.

3 Items of clothing

The number of available items will increase as you solve more puzzles.

4 Check customer request

Touch to remind yourself of the customer's request.

5 Reset

Touch to remove all items from their category boxes.

Touch NUTTY ROLLER in the Professor's Trunk to play this minigame. Choose a course and get rolling!

How to Play

Control the squirrel and roll nuts and rocks around so that the walnut comes to a stop inside the goal tent.

◆ You can control the squirrel using either  or the control panel on the Touch Screen.



① Walnut

② Goal tent

③ Control panel

④ Change camera

Touch this icon to switch to a bird's-eye view on the upper screen. This can also be done by pressing .

⑤ Restart

Touch to restart the course.

⑥ Undo

Touch to undo previous moves, one at a time.

⑦ Quit

Touch to return to the squirrel trail.

Rolling Objects

Position the squirrel in front of an object and touch PICK UP to carry it. To roll the object, touch ROLL. You can put an object back down on the ledge by touching ROLL when facing away from the course.



◆ Alternatively, you can press  to pick up, roll or place objects.

About Acorns

If you roll an acorn into a hole, it will grow into a tree. Nuts and rocks will come to a stop if they hit a tree.



Touch BLOOM BURST in the Professor's Trunk to play this minigame. Your aim is to plant various flowers and bring the withered gardens back to life. Select a garden to start playing.

How to Play

Revitalise the withered trees with blasts of energy from the blooming Burst Flowers.

Touch BLOOM! after you have planted your flowers, and a burst of energy will be emitted. Restore all the dried-up trees with blasts of energy to complete the garden.



① Withered tree (🌳)

② Toxic mushroom (🍄)

If a toxic mushroom receives a blast of energy, the surrounding squares will lose their vitality and any trees or flowers within them will fail to bloom.

③ Starting square (■)

④ Number and types of available flowers

🌸 About Flowers

Drag flowers to move them around. When a flower is hit by an energy blast from another flower, it in turn will emit its own blast of energy. The direction and distance of the blast depends on the type of flower.

Exchanging Challenges and Earning Rewards (StreetPass™ Features)



Connect with other players via StreetPass to exchange challenges (challenge other players to search for objects) and earn rewards.

To communicate using this feature, all players must activate StreetPass for this software on their Nintendo 3DS systems.

- ◆ You can hold a maximum of 36 challenges. When new challenges are received, old challenges will automatically be removed.
- ◆ Please read StreetPass Precautions (p. 24) before using this feature.

Activating StreetPass

Touch in the Professor's Trunk, then select ACTIVATE StreetPass.

- ◆ You will first need to create a challenge before you can activate StreetPass.

Deactivating StreetPass

Touch in the Professor's Trunk, then select DEACTIVATE StreetPass.

Completing Challenges

Undertake a challenge by choosing one in the Select Challenge section on the Treasure Hunt screen, then go and search for the three items listed. Find the items hidden somewhere in the game by touching them using the Investigation Mode screen. Once you find all three items, the challenge is complete and you will receive reward points.

- ◆ Completed challenges will automatically be removed.

Treasure Hunt Screen

Touch in the Professor's Trunk to access Treasure Hunt.



1 Current challenge

2 Number of completed challenges

3 Treasure Hunt menu

4 Reward points

You will earn points by completing challenges. Trade in your points for rewards in Rewards.

5 Number of "Great!" ratings received

Play Coins



1 Buy new challenge

After selecting Select Challenge, touch the middle icon in the bottom-left corner of the Touch Screen to open a window which will ask you to confirm whether or not you would like to spend Play Coins.

Confirming Purchase

Select OK! to add a new challenge to your challenge list.



About Ratings

Challenges can be rated (Great!) or (Not bad...).

When another player rates your challenge as (Great!), you will automatically receive their rating the next time you connect with them.

- ◆ (Not bad...) ratings will not be sent.

Treasure Hunt Menu

Select Challenge	Select a challenge received via StreetPass to undertake.
Create Challenge	Create challenges to share with other players.
Rewards	Exchange points for rewards, and view rewards you have already acquired.

Creating Challenges

Select three of the items shown on the list.

Items on the list will correspond to those you have spotted using Investigation Mode in the main game.

- ◆ You will first need to activate StreetPass before you can share challenges you have created.

As you progress in the story, at some point you will be required to ride in the airship and shoot down targets.

How to Play

Shoot down the correct targets within the time limit. (The airship will fly by itself.) Move the cross hairs by sliding on the control panel. Tap the panel to shoot.



1 Time remaining

2 Cross hairs

3 Control panel

Slide the stylus on here to aim the cross hairs and tap to shoot.

Enjoy extra content once you have completed the game, as well as additional puzzles in Bonuses.



Daily Puzzle	Connect to the Internet and download puzzles to challenge yourself.
Puzzle Index	Replay puzzles you've found in the course of the game and check puzzle details.
Layton's Challenges	You will be able to access this feature after fulfilling certain requirements.
Top Secret	Access exclusive content after completing the game. The available content will depend on your picarat total. Select THE HIDDEN DOOR here to view the password for the Hidden Door in Professor Layton and the Miracle Mask™ game.
Notifications On/Off	Activate or deactivate SpotPass (p. 23).

About Autosave

Your progress is automatically saved in the Bonuses section.

- ◆ Be sure to return to the title screen before turning off your Nintendo 3DS system.

Daily Puzzle

Connect to the Internet and download new daily puzzles to challenge yourself.



① Today's date

② Puzzle

Touch a puzzle to begin.

③ Puzzles solved / Available puzzles

Initially there will be 20 puzzles available.

④ Mini dioramas

Touch this icon to access various dioramas where you can place your trophies.

⑤ Trophy list

Touch to view the trophies you have acquired. You can also view the requirements for earning trophies.

Downloading Puzzles (Internet)

Touch DOWNLOAD on the Daily Puzzle screen to connect to the Internet and download new puzzles that do not appear in the main game. Starting from the release date of the game, a new puzzle will be made available for download every day for a period of 365 days. For more information about Daily Puzzles, refer to the official website: <http://professorlayton.nintendo.com/>

- ◆ Refer to your Operations Manual for information about connecting your system to the Internet.

Unlock bonus content for this game, such as image galleries, music and character profiles, by solving puzzles and collecting picarats. Exclusive Hidden Door content can be unlocked with Professor Layton and the Miracle Mask™ for Nintendo 3DS by following the steps below.

- ◆ The exclusive content you can unlock will not differ depending on whether you use the retail version or the downloadable version of Professor Layton and the Miracle Mask.

Unlock Procedure

Before you can unlock Hidden Door content, you will need to have a copy of Professor Layton and the Miracle Mask.

- ① Launch Professor Layton and the Miracle Mask on your Nintendo 3DS system.
- ② Access BONUSES and go to DAILY PUZZLE, then select DOWNLOAD and confirm when asked if you wish to continue. When the download is complete, close the software.
 - ◆ Make sure you have the most recent puzzle data downloaded before you attempt to unlock content. Even if you have downloaded puzzle data before, you may need to select DOWNLOAD again before you can proceed.
 - ◆ The Bonuses option will be available on the title screen once you have created a save file.
- ③ Once you have completed the preceding steps, launch Professor Layton and the Azran Legacy on the same Nintendo 3DS system. Go to BONUSES, select TOP SECRET and then THE HIDDEN DOOR.

About Professor Layton and the Miracle Mask

For more information about this title please refer to the official website:

<http://professorlayton.nintendo.com/miraclemask/>

Receiving Notifications (SpotPass)

This software supports the automatic download of notifications and data via an Internet connection.

If wireless communication is enabled, the system will automatically search out wireless LAN access points that have been previously configured, connect to them, and receive game-related notifications (including announcements and advertisements).

- ◆ Data received through SpotPass is saved on SD Cards. As a result, it is recommended that you keep an SD Card inserted in your system at all times.
- ◆ Before you can use SpotPass, you must first accept the Nintendo 3DS Service User Agreement and set up an Internet connection.

Activating SpotPass

Select BONUSES on the title screen, load a save file, then touch the Notifications icon and confirm that you would like to turn notifications on.

Deactivating SpotPass

You can deactivate SpotPass and turn off notifications at any time.



Select BONUSES on the title screen, load a save file, then touch the Notifications icon and confirm that you would like to turn notifications off.

Nintendo Network™ Features

This software supports the Nintendo Network.

Connect to the Internet or activate SpotPass to receive notifications and download more puzzles.

About Nintendo Network



Nintendo Network is the name of Nintendo's network service that enables users to enjoy games and other content via the Internet. It provides access to a wide range of network services, including the ability to play games with people around the world, purchase and download games/content, and exchange images and messages.

Wireless Communication Precautions

- You may occasionally experience difficulties connecting to the server due to maintenance or temporary interruptions to the service without notice. Please also be aware that at some point in the future, software support services may be cancelled. For more information, please refer to this software's website.
- Nintendo is not responsible for any losses and/or damage dependent upon connecting to or being unable to connect to the Internet. Thank you in advance for your understanding.

StreetPass Precautions

This software allows you to send challenges (p. 19) via StreetPass. Please be aware of the following before using this feature:

- If you decide to make use of StreetPass, it is possible for information such as your save file name to be seen by many people. Please avoid including any personal information or language which may be offensive to others.

Parental Controls

If Parental Controls are set up on your system, you can restrict StreetPass functionality via Parental Controls.

- ◆ Refer to your Operations Manual for information on how to set up Parental Controls.

Nintendo Customer Service
SUPPORT.NINTENDO.COM

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1-800-255-3700

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(001) 425-558-7078

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